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(54) **PLAYER ELECTIVE COMBINATION CARD GAME APPARATUS AND METHOD**

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(57) **ABSTRACT**
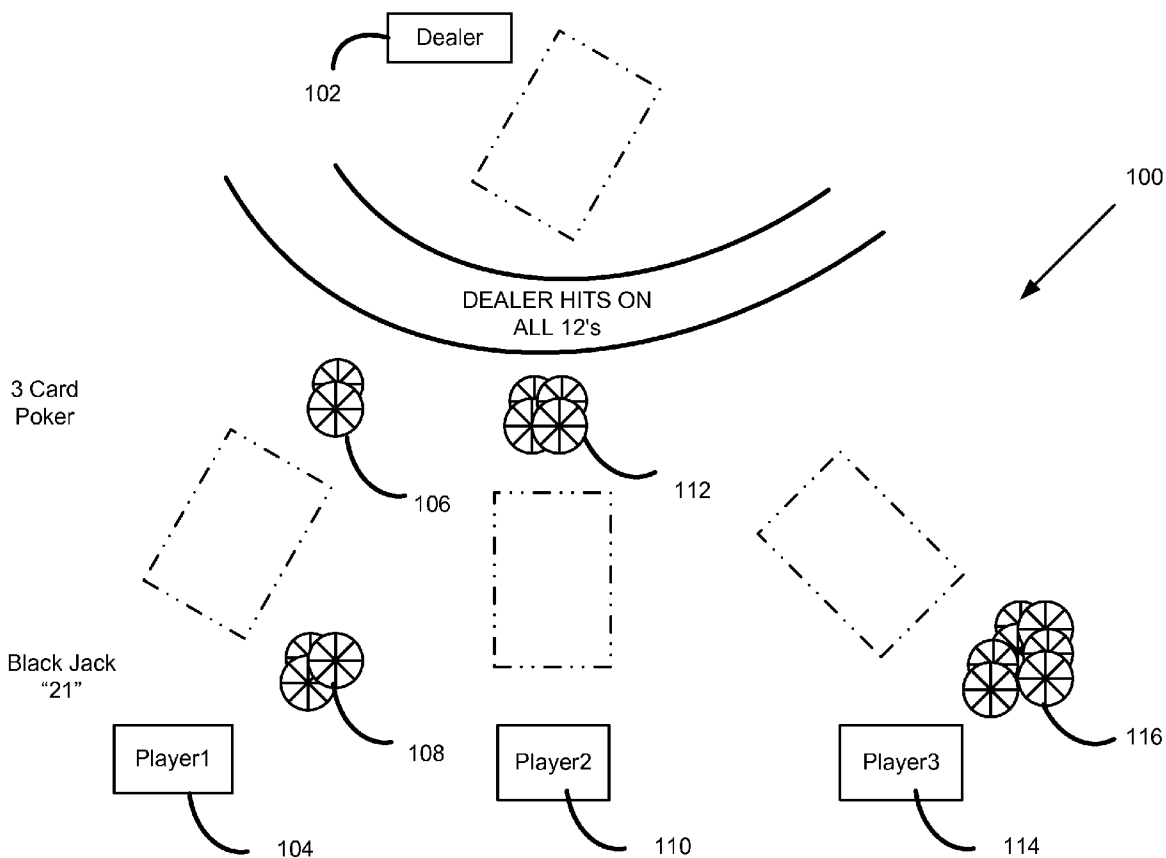
A method is disclosed for a player elective combination card game. In one exemplary method, player elects participation in first card game and/or second card game prior to any cards being dealt by placing respectively a first or second wager. Player dealt two cards face up responsive to player providing first wager or second wager. Dealer dealt one card face up responsive to player providing first wager or second wager. To evaluate if winning combination results, player's first hand formed of two cards face up to player and one card face up to dealer is evaluated against odds payout scheme. Player's second hand formed with two cards face up to player. Player requests successive hits of one or more cards dealt to player's second hand in response to player providing second wager until player anticipates win against dealer's hand that includes one card face up to dealer or goes bust.

Dealer

102

100

DEALER HITS ON
ALL 12's

3 Card
Poker

106

112

Black Jack
"21"

108

Player1

104

Player2

110

Player3

114

116

Figure 1

Dealer

102

Dealer not playing and all players, e.g. Player1 and Player2 playing against Betting Sheet in Figure 3

8 ♦
♦
8

100

DEALER HITS ON ALL 12's

3 Card Poker

A
8 ♥
♥
8

106

112

6
♦
♦
7

8 ♦
8 ♦
8 ♦

Black Jack "21"

108

116

Player1   WINNER!
1 pair of 8's

104

Player2   WINNER!
Straight 6, 7, 8

110

Player3   Did not play, no
ante or wager

114
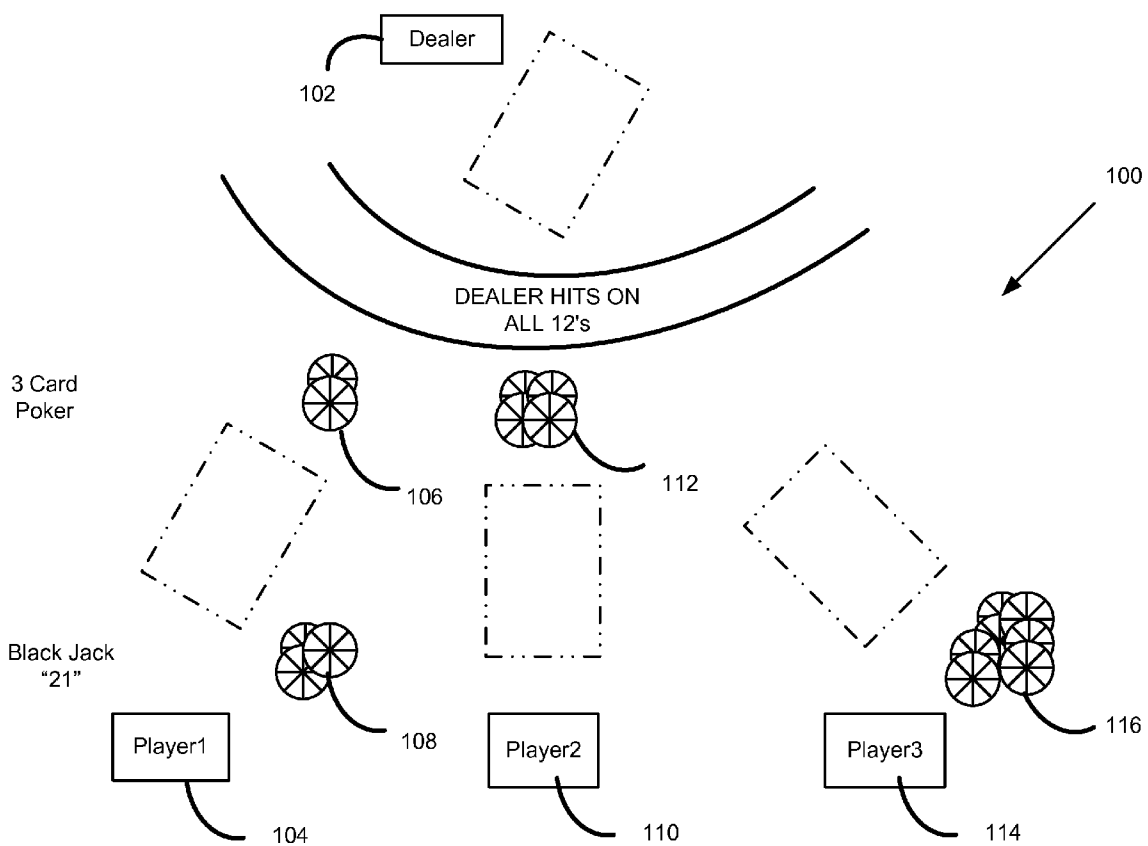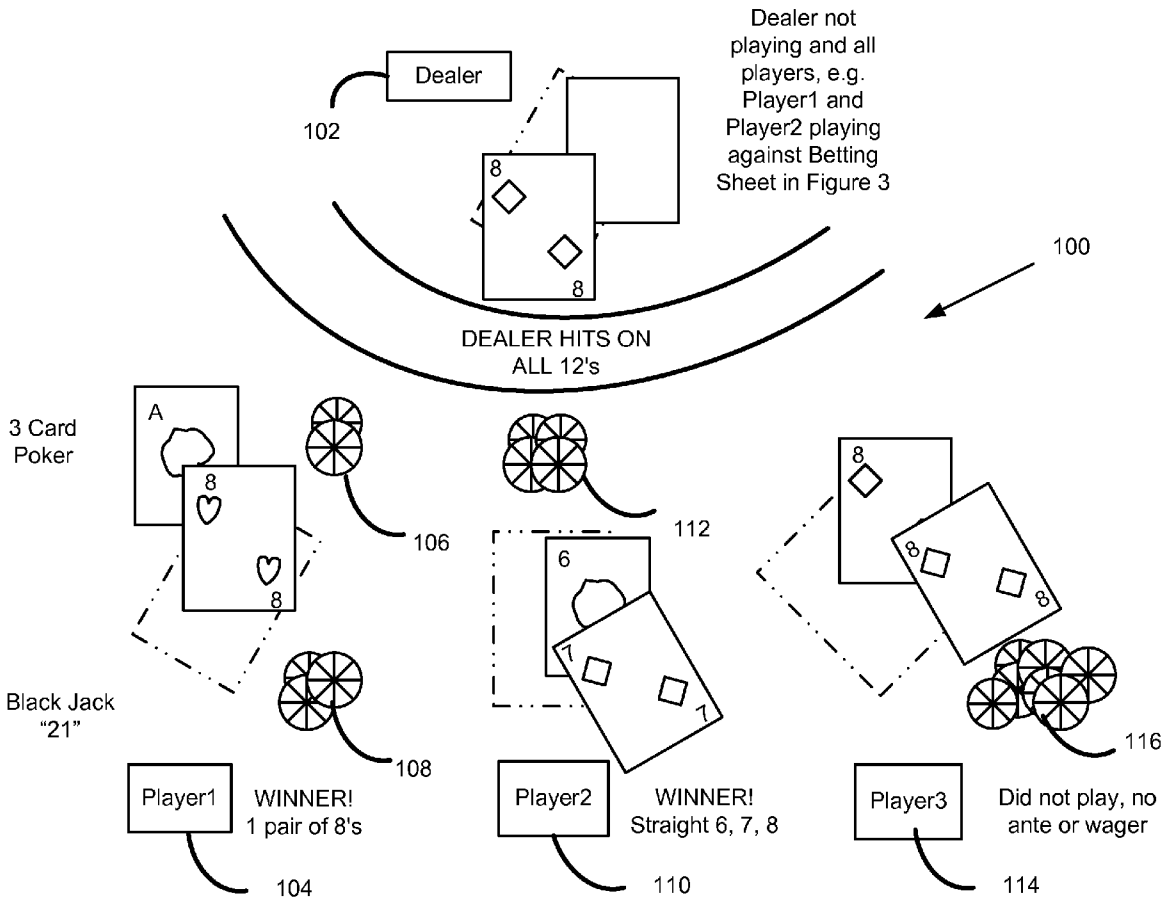
Figure 2

Betting Sheet

3 Card Poker Hand	Odds
Royal Flush	30:1
Straight Flush	30:1
3 of a Kind	25:1
Straight	10:1
Flush	5:1
1 Pair	2:1
High Card	1:1

3 Card Poker Hand is 2 cards face up from black jack for player (e.g., player 1, player 2, player 3, and player 4, and 1 card face up from black jack from dealer
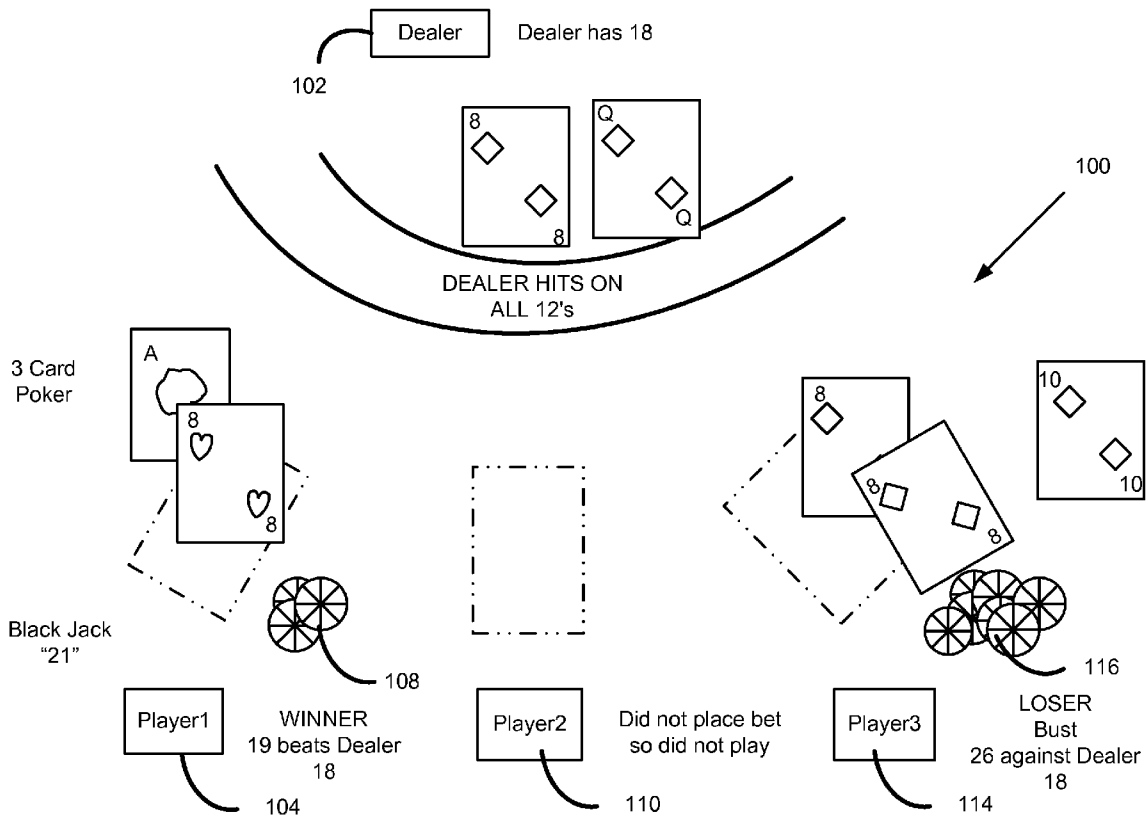
Figure 3

Dealer   Dealer has 18

102

8
8

Q
Q

100

DEALER HITS ON
ALL 12's

3 Card
Poker

A

8

8

10

10

8

8
8

Black Jack
"21"

108

116

Player1   WINNER
19 beats Dealer
18

Player2   Did not place bet
so did not play

Player3   LOSER
Bust
26 against Dealer
18

104   110   114

Figure 4

Place first wager for first card game — S502

Place second wager for second card game — S504

Deal 2 cards face up to player — S506

Deal 1 card face up to dealer — S508

Form player's first hand from two cards face up to player and 1 card face up dealer — S510

Evaluate player's first hand — S512

Form player's second hand with 2 cards face up to the player — S514

Request successive hits by dealer until beat's player's hand or goes bust — S516
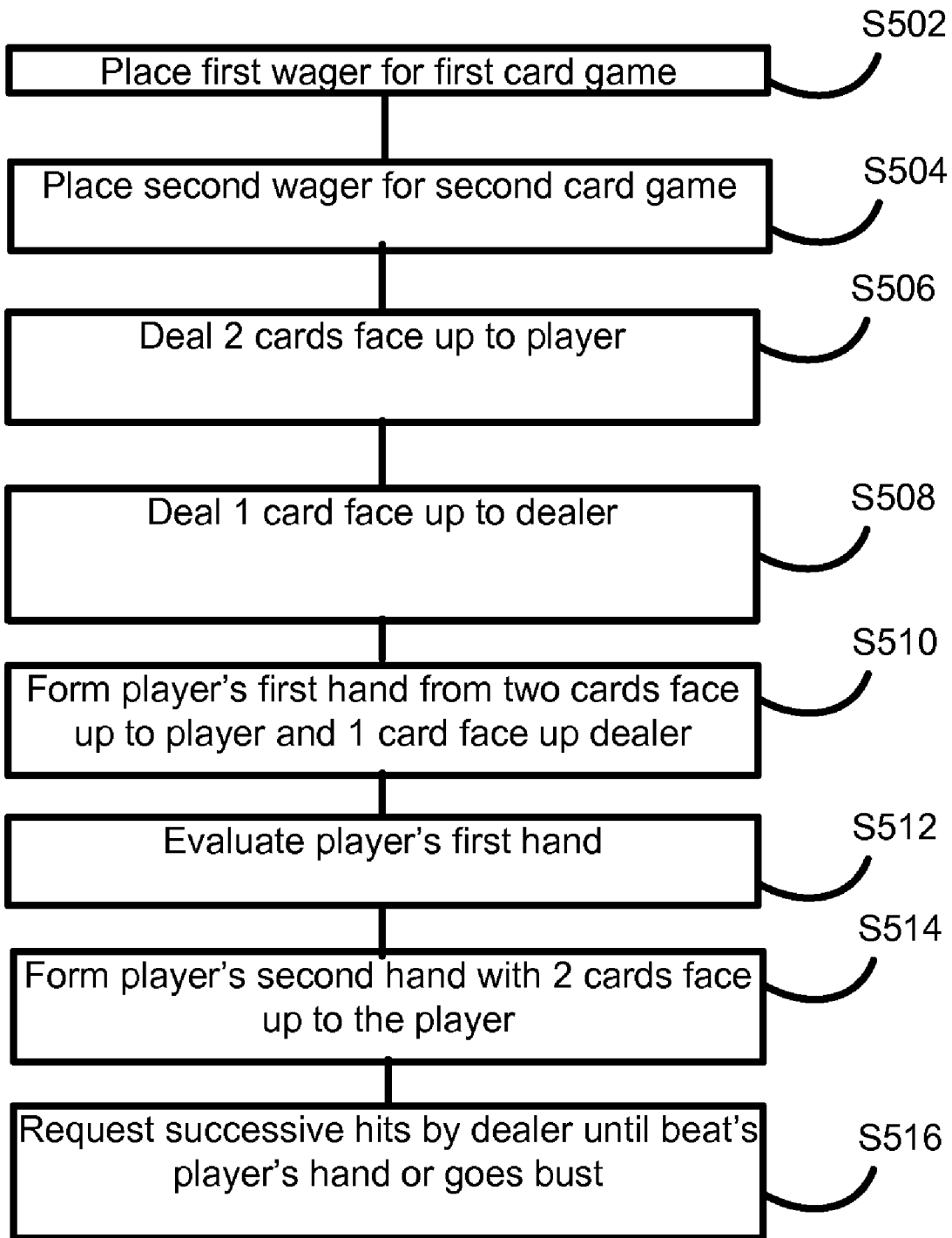
Figure 5

PLAYER ELECTIVE COMBINATION CARD GAME APPARATUS AND METHOD

RELATED APPLICATION(S)

[0001] This application is related to and incorporates by reference in its entirety and claims priority to co-pending patent application entitled "Multi-Play, Multi-Percentage Payout Casino Game Apparatus and Method" by inventor Joseph F. Scalisi that is filed herewith.

BACKGROUND OF THE INVENTION

[0002] 1. Field of the Invention

[0003] The invention relates generally to the field of casino games and assemblies, and specifically in one exemplary aspect a combination card game and method that involves a poker card game and black jack card game. The game provides improved consumer enjoyment, level of player excitement and level of player brain activity as well as multi-levels of payout possibilities and strategies in one combination card game.

[0004] 2. Description of Related Technology

[0005] Card game equipment and assemblies are well known in the art. Such assemblies are utilized to provide fun and excitement to players. Card games are games of chance that involve probability of winning, strategy when to stay, hit or fold, and good old fashioned luck of the card draw.

[0006] Representative state of the art card gaming systems are summarized by the following issued patents (which are incorporated by reference herein in their entirety):

[0007] U.S. Pat. No. 7,575,513 discloses a method of playing a video wagering game and a video apparatus for that method are disclosed. The method may include a player placing a wager in a wagering machine having a processor; the wagering machine displaying at least a single payline of multiple frames influenced by at least two distinct indicators; the processor determining from one displayed distinct indicator on the payline whether the symbols provide at least one of at least two available different odds on the wager that are associated with an award; providing a second set of indicators associated with the payline;

[0008] U.S. Pat. No. 7,559,837 discloses a gaming system for producing a unique bonusing event is described. The method includes the step of a player placing a wager on a reel-slot-type video game and displaying a plurality of randomly selected game symbols on the game display. Upon the occurrence of a triggering event, such as a winning or losing combination of symbols, randomly selecting a number of wild symbol positions, and location of the wild symbol positions on the screen display, the wild symbol positions are then converted to wild symbols, and the game is scored using the original game symbols and wild symbols; and

[0009] U.S. Pat. No. 7,578,507 discloses a card table, card table topper and card serving segments are disclosed which facilitate the removal of cards placed on a card table. The card table and table topper include a card server track which, in certain preferred embodiments, includes an elevated surface which lifts a card from the top surface of a card table as the card is drawn towards an inner face of the track. Thereafter, an abrupt declination of an outer face of the track exposes edges of the card thereby facilitating lifting and/or removing the card from the table.

[0010] Recent representative casino card games are summarized by the following pending patent applications (which are incorporated by reference herein in their entirety):

[0011] US Pat. Publication No. 20090131137 discloses multiple methods for playing a game of poker over a communication network, such as the internet which are simple and easy to learn. In a first method, all participants place bets of equal value into a pot with no additional opportunities to raise or place additional bets. In a second method, players are provided with an option to place bets on various rules of winning, wherein bets are paid depending on the outcome of the three-card flop. In a third method, players are presented with timed intervals during which players can place a fixed bet into the pot to be eligible to stay in the hand. Significantly, all players decide whether to place additional bets simultaneously or during the same time interval rather than sequentially as is done in traditional versions of poker;

[0012] US Patent Publication No. 20090156300 discloses a gaming machine includes plural stations and a processor. Each station can determine a game result and execute a game independently. The processor accepts each station's entry to an event game when a predetermined condition is satisfied. There is collected an entry fee depending on a contribution degree of a station whose entry to the event game has been accepted. Then, there is executed the event game in common at each station whose entry to the event game has been accepted; and

[0013] US Patent Publication No. 20090179380 that discloses a variation of casino blackjack that includes a bingo type side game. A scoreboard is prominently displayed to the players which comprise indicator lights representing conditions of either the dealer's hand or a player's hand. When each condition is satisfied, the respective indicator light on the scoreboard is lit. When a player plays the side wager and the scoreboard displays particular combinations, the player wins an award.

[0014] Thus, what is needed are apparatus and methods for card casino game that provides increase payout options and increased strategy of players and excitement as well as provide additional advantages over currently available casino card gaming systems. Some advantages could be increase player's awareness of alternative gaming systems and allow a player to customize their playing style and betting options in response to a new twist on conventional card games. Furthermore, other advantages include casino owners or operators being able to retrofit an existing casino card game and adjust table/betting areas easily (on a periodic, regular, or semi-regular timing schedule) and provide additional gaming options for participants without requiring complicated set-up or equipment options or large change in gaming rules or to build on existing card gaming rules and regulations.

[0015] Furthermore, player may desire to play a first type of casino card game in the morning (e.g., before noon), a second type of casino card game in the afternoon (e.g., happy hour), and yet a third casino card game in the evening (e.g., after seeing a Broadway show or event) that requires minimal assembly or disassembly "on the fly" and adjustability to player desired gaming configuration so that assembly/removal time of new game is minimized.

[0016] Thus, what is needed are improved casino type apparatus and methodology that permits easy initial configuring and reconfiguring, i.e., provide adaptability, and upgrade capability so that the same unit be utilized (or added-on to) if new functionality is desired. Furthermore, such

improved apparatus and methods would also ideally allow a person other than a professional or licensed personal to adjust or retrofit conventional type card games, instruct players on the rules and regulations, provide a variety of gaming options and payout options, encourage player game interaction and involvement, stimulate player brain activity during game, and correct errors and consistently provide guidance and player instructions. Finally such improved apparatus and methodology should permit creation of casino card customized type gaming configurations and customized fit and appearance of the casino game as well as new patterns requiring minimal efforts, e.g., minimal adjustment or removal and replacement or adaptation of existing components than conventional casino type games.

SUMMARY OF THE INVENTION

[0017] In a first aspect of the invention, a method for player elective combination first and second card game during single session is disclosed. In one embodiment, player places a first wager to elect participation in first card game prior to any cards being dealt. In one embodiment, player places second wager to elect participation in second card game prior to any cards being dealt. In one variant, player dealt two cards face up responsive to player providing first wager or second wager. In another variant, dealer dealt one card face up responsive to player providing first wager or second wager. In another variant, player's first hand formed of two cards face up to player and one card face up to dealer.

[0018] In one embodiment, player evaluates card values of player's first hand to determine if player winning combination results in accordance with odds payout scheme responsive to first wager. In one embodiment, player's second hand formed with two cards face up to player. In one variant, player requests successive hits of one or more cards dealt to player's second hand in response to player providing second wager until player anticipated a win against dealer's hand including one card face up to dealer or goes bust. In yet another embodiment, dealer requests successive hits of one or more cards dealt to dealer's hand in response to player providing first wager until dealer's hand beats player's second hand or busts.

[0019] In a second aspect of the present invention, system is provided for player with option for electing more than one casino card game in single session. In one exemplary embodiment, the system disclosed includes a three "3" card poker game (first card game) initiated by first ante by player prior to any cards being dealt. In one variant, player initiates blackjack card game (second card game) by second ante prior to any cards being dealt. In one alternative of this variant, blackjack card game includes dealer's hand responsive to player providing second ante one card face up being dealt formed.

[0020] In one embodiment, card combination value in three "3" card poker game includes evaluation of player's first hand formed by two cards dealt face up to player and one card dealt face up to dealer. In one variant of this embodiment, a winning hand results if player's first hand combination results in one from odds payout scheme responsive for first ante for three "3" card poker.

[0021] In one embodiment for blackjack card game, player requests successive hits of one or more cards dealt to player's second hand in response to player providing second ante until player anticipates a win against dealer's hand or goes bust. In one embodiment, dealer requests successive hits of one or

more cards dealt to dealer's hand in response to player providing second ante until dealer's hand beats player's second hand or busts.

[0022] These and other embodiments, aspects, advantages, and features of the present invention will be set forth in part in the description which follows, and in part will become apparent to those skilled in the art by reference to the following description of the invention and referenced drawings or by practice of the invention. The aspects, advantages, and features of the invention are realized and attained by means of the instrumentalities, procedures, and combinations particularly pointed out in the appended claims.

BRIEF DESCRIPTION OF THE DRAWINGS

[0023] FIG. 1 is a top view illustrating a player elective combinational card game to provide a variety of player ways to achieve a successful payout in accordance with an embodiment of the present invention;

[0024] FIG. 2 is a top view illustrating a player elective combination card gaming system illustrating first elective card game including dealer card, players card, and results of the first elective card game played in accordance with an embodiment of the present invention;

[0025] FIG. 3 is a table illustrating betting odds and percentage of payout of first elective card game of FIG. 2 in accordance with an embodiment of the present invention;

[0026] FIG. 4 is a top view illustrating a player elective combination card gaming system illustrating second elective card game including dealer's cards, players' cards, and results of the second elective card game in accordance with an embodiment of the present invention;

[0027] FIG. 5 is a flow diagram illustrating an exemplary methodology of playing the player elective combination card gaming apparatus and system in accordance with an embodiment of the present invention.

DETAILED DESCRIPTION

[0028] Reference is now made to the drawings wherein like numerals refer to like parts throughout.

Overview

[0029] FIGS. 1-4 include exemplary embodiments of card gaming apparatus and systems of the invention are described in detail. It will be appreciated that while described primarily in the context of player select casino card game apparatus to increase player payout possibility, at least portions of the apparatus and methods described herein may be used in other applications including, without limitation, rehabilitation and assisted living settings or environments to increase and maintain higher brain functionality and skills and customize "tailor" a type of and capability of a prospective new card game configuration in a commercial or hospital environment in accordance with physical attributes of a prospective player, the environment that the new card game configuration may experience, the proposed methodology of playing and functionality and interchangeability of cards and antes, the level desired to rehabilitate senior citizens or brain trauma victims who have physical limitations, physical ailments, and/or recovering from recent surgery or other sports injury, and the like.

[0030] Moreover, it will be recognized that the present invention may find utility beyond purely card gaming concerns. For example, the "player select combination card

3

game" described subsequently may be conceivably modified to be useful in customizing physical properties and dimensionality of other entertainment or casino games to increase functionality and betting arenas to maximize casino dollar return when player plays one game and also play an additional game based on potential payout and increased probability of a significant payout as compared to other dealer oriented games and other participating players, and the like. Furthermore, the present invention may have odds betting sheet (e.g., Betting Sheet on FIG. 3) changed, adjusted, or modified in accordance, for instance, desires of casino owners or operators. A myriad other functions will be recognized by those of ordinary skill in the art given the present disclosure.

Exemplary Extension Apparatus

[0031]   FIGS. 1-4 include exemplary embodiments of the combination card casino game and methods of the invention are described in detail. It will be appreciated that while described primarily in the context of apparatus to provide improved player enjoyment, at least portions of the apparatus and methods described herein may be used in other applications. For example and without limitation, the applications may include alternative combination casino games for testing and player evaluation to fine tune aspects and rules of combination card game to a particular situation or event. Furthermore, the present invention provides for customization "tailoring" a feel and functional capability of a prospective new card game configuration in an actual or simulated player environment in accordance with physical attributes and properties of a desired combination card game, the actual or simulated player environment of the proposed combination card game, and the methodology by which: gaming tips are provided to players, cards and card combinations are interchanged and interact between one or more card decks, limited experienced card players are taught, unique betting pools are paid out to players and managed by dealers, and/or game instruction is provided to recreational card players in a rehabilitation or assisted living arrangement, and the like.

[0032]   Moreover, it will be recognized that the present invention may find utility beyond purely gaming. For example, the "combination card game and process" described subsequently may be conceivably modified to be useful increasing brain activity and thought processes in person's who have recent or traumatic brain injuries, and the like. A myriad other functions will be recognized by those of ordinary skill in the art given the present disclosure.

[0033]   As best illustrated in FIG. 1, player elective combinational card game 100 is disclosed. First card game 100 (first elective card game) may be elected by players (e.g., Player1, Player2, Player3 . . .) and played against the odds table illustrated in FIG. 2. In one embodiment, Player1 104 elects first elective card game 100 by placing wager or first ante, tokens 106. In yet another embodiment, Player 2 110 elects first elective card game 100 by placing wager or first ante, tokens 112, prior to any cards being dealt. In another embodiment, Player1 elects second elective card game 200 by placement of a second ante, e.g., tokens 108, and Player3 elects second elective card game 200 by placement of second ante, e.g., tokens 116, prior to any cards being dealt. In summary, for the exemplary embodiment disclosed above and prior to any card being dealt, Player1 104 placed first ante 106 to participate in game 100 and second ante 108 to participate in game 100; Player2 110 places first ante 112 to participate in

game 100 but no second ante; and Player3 places no first ante but places second ante 116 to participate in game 200.

[0034]   As best illustrated in FIG. 2, each of player's who elected to participate in either game 100 or game 200 are dealt cards as well as the dealer is dealt two cards. In one embodiment, each of the player's cards are dealt face-up and the dealer's card are dealt one card face up and another card face down. For each of the player's who have elected to participate in game 100, a first elective card hand is formed including two cards dealt face up to player, e.g., Player1, Player2, Player3, and one card dealt face up to dealer 102. In one variant, winning player's first elective hand combination is paid out in accordance with odds payout scheme (depicted in FIG. 3) responsive to first ante and independent of any card hand held by dealer 102, e.g., hand formed by card up to dealer 102 and card down to dealer 102. Advantageously as compared to conventional casino card gaming, one card game of the present card combination is played independent of the dealer and played against a betting sheet (e.g., one of FIG. 3) or the like.

[0035]   Continuing with above embodiment of game 100 and in accordance with payout schedule in FIG. 3, Player1 gets one "1" pair of 8's so wins and receives return of two "2" to one "1" for tokens wagered; Player 2 get a straight (6, 7, 8) so wins and receives return of ten "10" to one "1" for tokens wagered for first game 100; and Player3 did not wager any tokens (so did not play or loose or receive any tokens).

[0036]   As best illustrated in FIG. 4, player's second elective card hand includes two cards dealt face up and successive hits of one or more cards requested by player until player anticipated a win against dealer's hand or goes bust. Continuing with this embodiment, dealer's down card is turned up and dealer's hand includes the two cards dealt face up. In one variant, dealer 102 requests successive hits of one or more cards dealt to dealer's hand in response to player providing second wager until the dealer's hand beats player's second hand or busts. Continuing with this embodiment of second elective card game 200, dealer 102 stays with original hand of Queen "Q" face card (down card turned up) and eight "8" of spades (original face up card); Player1 stays wins 3 tokens (doubles ante of 3 tokens) with hand of Ace of spades plus eight "8" of hearts against dealer's hand of Queen "Q" (down card turned up) plus eight "8" of spades; Player2 did not wager any tokens (so did not play) so did not win or lose any tokens; and Player3 busts (losses 7 tokens to Dealer 102) with hand of two eights "8"s of diamonds plus 10 of Aces "A" against dealer.

[0037]   In summary and as disclosed above, first card game is three "3" card stud poker using both players 2 up cards and dealer one up card. Odds payout scheme comprises odds table (see FIG. 3) that has graduated payout system responsive to a probability of player's first elective card hand having specified card combination. In one variant and for exemplary purposes only, winning player's first elective card game combination includes one of a flush, straight, three of a kind, two of a kind, and one face card. Please note that winning combinations and graduated payout system may be modified or changed or a regular or continuous basis to meet casino or player requirements or objectives. Furthermore, even though betting antes or tokens or cards for first elective card game are placed, in this example, on an upper portion of gaming area and below the dealer's area, the betting antes or tokens may be placed anywhere on the gaming area including on the top, on the bottom, on either side, or on a middle portion of the

gaming area. Advantageously as compared to many conventional poker casino card games, the three "3" card poker card game (e.g., first elective card game **100**) odds payout scheme is independent of cards hand held by other players and the dealer does not participate in the first elective card game **100**.

[0038] In summary and as disclosed above, the second elective card game is black jack. Advantageously, as compared to many conventional blackjack tables and card games, there is a prior card game that is not black jack so provides additional mental stimulation and thought processes than player participating in an exclusive black jack or exclusive poker card game as well as may choose to play against dealer (black jack) or against odds table (FIG. **2**) using dealer's up card. In second elective game, bust results when player's second elective card hand or dealer's hand has a total card value greater than twenty-one "21". Furthermore, even though betting antes or tokens or cards for second elective card game are placed, in this example, on a lower portion of gaming area and below the dealer's area, the betting antes or tokens may be placed anywhere in the gaming area including on the top, on the bottom, on either side, or in a middle portion of the gaming area.

[0039] In one embodiment, card combination value in first game includes evaluation of the two cards dealt face up to player and one card dealt face up to dealer. Winning player combination in three "3" card poker game may result in accordance with odds payout scheme (see FIG. **3**) responsive to first ante. On the other hand, card playing in second game uses conventional black jack rule, e.g., a player's second hand is played against a dealer's hand to determine which gets closes to twenty-one "21" without going over, e.g., busting. In summary, odds payout scheme includes an odds payout table (see FIG. **3**) that has a graduated payout system that is responsive to a probability of player's first hand comprising specified card combination and independent of other player's hands and independent of any dealer hand. In one embodiment, specified card combination includes a royal flush, a straight flush, three "3" of a kind, straight, flush, one "1" pair (2 of a Kind) or high card. In one variant, before continuation of blackjack game, player increased first ante in response to valuation of second "2" up dealt cards to player.

[0040] Advantageously as compared to traditional blackjack or poker card games, an elective card gaming system disclosed provides player options for electing more than one casino card games in a single session. The first elective card game includes three "3" card poker game and blackjack game initiated by first ante and/or second ante respectively by player prior to any cards being dealt. The second elective card game includes blackjack card game initiated by second ante by player prior to any cards being dealt. The "3" card poker game hand is formed from dealer up card and players **2** up cards. The blackjack game hand for player is 2 up cards and any additional drawn cards and hand for dealer is 1 up card and any additional cards. Player requests successive hits of one or more cards dealt to black jack hand of player in response to player providing second ante until player anticipated a win against dealer's hand or goes bust. Dealer requests successive hits of one or more cards dealt to dealer blackjack hand in response to player providing second ante until dealer blackjack hand beats player's second hand or busts.

[0041] Advantageously as compared to conventional casino card games, the present invention including two levels of play within same card session and multiple payout schemes to improve possibility of payout and player satisfaction to achieve an increased player opportunity for a win.

Furthermore, visual and mental stimulation by having player able to conceive and plan out multiple, different graduated payout schemes of convention card games as well as decide before any cards are dealt which if any of the games to participate in.

[0042] Furthermore, customization of principles of the present invention may include adding additional betting or payouts options, such as those depicted in the patent application previously incorporated by reference in its entirety entitled "Multi-Play, Multi-Percentage Payout Casino Game Apparatus and Method" by inventor Joseph F. Scalisi, which patent application discloses physical dimensions of tokens, game pieces, and the like placed in an odds betting table to adjust/modify payout probability/percentages to match a particular event, setting, time of the day, and/or ability level of one or more players. Thus, a variety of playing options equates to increased interest, brain activity for changing odds involving distinctive physical changes to game tokens, game pieces, odds payout table, and increased excitement and enjoyment both for casino operator and one or more players.

Exemplary Method(s)

[0043] Referring now to FIG. **5**, an exemplary method **500** is disclosed of the games **100**, **200**. While described primarily in the context of the exemplary embodiments of game **100** illustrated in FIGS. **1-4**, it will be appreciated that the methodology presented herein may be readily adapted to many different configurations of games **100** and **200** as recognized by those of ordinary skill in the art.

[0044] In step **502**, player places a first wager to elect participation in a first card game prior to any cards being dealt. In one variation of step **502**, upon election, first card game is played out against an odds payout scheme. In one variant, the first card game is three "3" card stud poker. In another variant of step **502**, odds payout scheme includes an odds table that has a graduated payout system responsive to probability of player's first hand including a specified card combination. In another variation of step **502**, the specified card combination includes a royal flush, a straight flush, three "3" of a kind, strait, flush, two "2" pair or high card. In step **504**, player places second wager to elect participation in second card game prior to any cards being dealt. In one variation of step **504**, second card game is black jack. In step **506**, two cards are dealt face up to player responsive to player providing first wager or second wager. In step **508**, one card dealt face up to dealer responsive to player providing first wager or second wager.

[0045] In step **510**, player's first hand is formed of two cards face up to player and one card face up to dealer. In step **512**, evaluate card values of player first hand to determine if player receives a winning combination in accordance with an odds payout scheme (FIG. **3**) responsive to the first wager.

[0046] In step **514**, form a player's second hand with the two cards face up to player. In one variation of step **514**, player requests successive hits of one or more cards dealt to player's second hand in response to player providing second wager until player anticipates a win against a dealer's hand comprising one card face up to dealer or goes bust. In step **516**, dealer requests successive hits of one or more cards dealt to dealer's hand in response to player providing first wager until dealer's hand beats player's second hand or busts.

[0047] It will be appreciated that while certain aspects of the invention have been described in terms of a specific sequence of steps of a method, these descriptions are only

illustrative of the broader methods of the invention, and may be modified as required by the particular application. Certain steps may be rendered unnecessary or optional under certain circumstances. Additionally, certain steps or functionality may be added to the disclosed embodiments, or the order of performance of two or more steps permuted. All such variations are considered to be encompassed within the invention disclosed.

[0048] While the above detailed description has shown, described, and pointed out novel features of the invention as applied to various embodiments, it will be understood that various omissions, substitutions, and changes in the form and details of the device or process illustrated may be made by those skilled in the art without departing from the invention. For instance, the antes and/or card placements or deals for first game and second game may be located at various portions/locations of a gaming area than illustrated in exemplary embodiment, odds payout scheme may be altered or modified from that of FIG. **3**, and the like. As such, the foregoing description is of the best mode presently contemplated of carrying out the invention. This description is in no way meant to be limiting, but rather should be taken as illustrative of the general principles of the invention. The scope of the invention should be determined with reference to the claims and claimed herein.

What is claimed is:

1. A method for an elective combination card game during a single session, the method comprising:

placing a first wager by a player to elect participation in a first card game prior to any cards being dealt;

placing a second wager by the player to elect participation in a second card game prior to any cards being dealt;

dealing two cards face up to the player responsive to the player providing the first wager or the second wager;

dealing one card face up to a dealer responsive to the player providing the first wager or the second wager;

forming a player's first hand of the two cards face up to the player and the one card face up to the dealer in response to the player providing the first wager;

evaluating card values of the player's first hand in response to the player providing the first wager to determine if a player winning combination results in accordance with an odds payout scheme that is responsive to the first wager;

forming a player's second hand with the two cards face up to the player in response to the player providing the second wager;

requesting by the player successive hits of one or more cards dealt to the player's second hand in response to the player providing the second wager until the player anticipated a win against a dealer's hand comprising the one card face up and the second card turned face up to the dealer; and

requesting by the dealer successive hits of one or more cards dealt to the dealer's hand in response to the player providing the second wager.

2. The method of claim **2**, wherein the first card game comprises 3 card stud poker; and

wherein the odds payout scheme comprises an odds table that has a graduated payout system responsive to a probability of the player's first hand comprises a specified card combination.

3. The method of claim **1**, wherein the second card game comprises blackjack; and wherein busts comprise the dealer's hand or the player's second hand having a total card value greater than 21.

4. The method of claim **2**, wherein the specified card combination comprises a royal flush, a straight flush, 3 of a kind, strait, flush, 1 pair, or high card.

5. A player elective combinational card game for participation by a dealer and a player or more than one player, the game comprising:

a first elective card game comprising a first ante placed by the player to participate therein prior to any cards being dealt; wherein a player's first elective card hand comprises two cards dealt face up to the player and one card dealt face up to the dealer; and wherein a winning player's first elective hand combination being paid out in accordance with an odds payout scheme responsive to the first ante and independent of any card hand formed by a dealer's hand formed from the one card dealt face up to the dealer;

a second elective card game elected by the player by placement of a second ante to participate therein prior to any cards being dealt; wherein a player's second elective card hand comprises the two cards dealt face up to the player and successive hits of one or more cards requested by the player until the player anticipated a win against a dealer's hand or goes bust;

and wherein the dealer's hand comprises one card dealt face up to form a dealer's hand responsive to the player providing the first ante or the second ante; wherein the dealer requested successive hits of one or more cards dealt to the dealer's hand after evaluation by the dealer of a face down card being turned-face up until the dealer's hand beats the player's second hand or busts or has a combination value in accordance with gaming rules or regulations requiring the dealer to stay.

6. The game of claim **5**, wherein the first card game comprises three card stud poker; and wherein the odds payout scheme comprises an odds table that has a graduated payout system responsive to a probability of the player's first elective card hand having a specified card combination and independent of any dealer hand formed.

7. The game of claim **5**, wherein a winning player's first elective card game combination comprises at least one of a flush, straight, three of a kind, and two of a kind.

8. The game of claim **6**, wherein the odds payout scheme is independent of a card hand held by other players that participate in the first elective card game.

9. The game of claim **5**, wherein the second card game comprises blackjack; and wherein busts comprise the player's second elective card hand or the dealer's hand having a total card value greater than 21.

10. The game of claim **5**, wherein a combination value in accordance with gaming rules or regulations requiring the dealer to stay comprise a dealer being required to take a card when a dealer's hand comprises a value greater than a specified gaming commission value or other specified value.

11. A system for providing a player with option for electing more than one casino game in a single session, the system comprising:

a 3 card poker game initiated by a first ante by the player prior to any cards being dealt; wherein a player's first hand is formed by two up cards to the player and one up card to a dealer; and

a blackjack game initiated by a second ante by a player prior to any cards being dealt; wherein the blackjack game comprises a dealer's hand formed by one card dealt face up responsive to the player providing the second ante; wherein the player requested successive hits of one or more cards dealt to a player's second hand in response to the player providing the second ante until the player anticipated a win against the dealer's hand or goes bust; wherein the dealer requested successive hits of one or more cards dealt to the dealer's hand in response to the player providing the second ante until the dealer's hand beats the player's second hand or busts or meets casino rules and regulations stay requirement; wherein a card combination value in the 3 card poker game comprises evaluation of the two cards dealt face up to the player and the one card dealt face up to the dealer; and wherein a winning player combination in the 3 card poker game in accordance with an odds payout scheme responsive to the first ante.

12. The system of claim 11, wherein busts comprises the player's second hand or the dealer's hand comprises a total card value greater than 21.

13. The system of claim 11, wherein the odds payout scheme comprises an odds table having a graduated payout system that is responsive to a probability of the player's first hand comprising a specified card combination and independent of other player's hands and independent of any dealer hand.

14. The system of claim 13, wherein the specified card combination comprises a royal flush, a straight flush, 3 of a kind, strait, flush, 1 pair or high card.

15. The system of claim 11, wherein before continuation of the blackjack game, the player increased the first ante in response to a valuation of the 2 up dealt cards to the player.

16. A combinational, player elective casino card game comprising:

a first elective card game comprising a first winning payout independent of any card hand held by the dealer, the first elective card game being player initiated by placement of a first ante before any card being dealt; and

a second elective card game comprising a second winning payout independent of other participating players and responsive to a card hand held by the dealer, the second elective card game being initiated by placement of a second ante before any cards are dealt.

17. The casino card game of claim 16, wherein the first winning payout comprises a payout based on odds payout scheme and the second winning payout comprise a payout based on standardized payout of the second elective card game.

18. The casino card game of claim 17, wherein the first elective card game comprises three "3" card stud poker and the second elective card game comprises blackjack.

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